

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A computer program product embodied on a computer-readable medium storing a game program for making a character use an item ~~in a~~ during progress of a game, the game program, when executed, causing a computer to perform an action comprising:

providing at least one item, each item being linked with at least one ability to be given to the character for mastery in accordance with operation of a player;

making the character possess an item, the character being controlled in accordance with an operation of the player;

judging whether a level of mastery for ~~each of the at least one ability linked with the~~ possessed item satisfies a predetermined condition, the level of mastery being determined in accordance with ~~an activity of the character's use of character while possessing the item; and~~

when the level of mastery for ~~an ability linked with the~~ possessed item satisfies the predetermined condition, giving the character ~~the~~ a different ability, linked with the item, for use in the game in accordance with a subsequent operation of the player.

2. (Previously Presented) The program product as set forth in claim 1, wherein each of the at least one item comprises one of a protective gear and a weapon to be used for

a fight, the level of mastery indicates a result of the fight while possessing the item, and the predetermined condition indicates a victory in the fight while possessing the item.

3. (Previously Presented) The program product as set forth in claim 2, wherein the program further manages the level of mastery by points, cumulatively adds points with each fight, has the predetermined condition indicate a threshold point, and gives the ability when the cumulatively added points exceed the threshold point.

4. (Previously Presented) The program product as set forth in claim 3, wherein the program cumulatively adds a victory point as the level of mastery for each of the at least one ability when the character wins a fight.

5. (Previously Presented) The program product as set forth in claim 1, wherein each the at least one ability comprises magic able to be used in a fight in the game.

6. (Previously Presented) The program product as set forth in claim 5, wherein the magic has an effect of inflicting damage on an enemy character in a fight or an effect of mitigating damage due to an attack by an enemy character in a fight.

7. (Currently Amended) A method of processing a game program making a character use an item in a progress of a game, the method comprising:

providing at least one item, each item being linked with at least one ability to be given to a character for mastery in accordance with operation of a player;

making a character possess an item, the character being controlled in accordance with operations of a player;

judging a level of mastery for ~~each of the at least one ability linked with~~ the possessed item, the level of mastery being determined in accordance with an activity of the character while possessing the item; and

when the level of mastery for ~~an ability linked with~~ the possessed item satisfies a predetermined condition, giving the character ~~the~~ a different ability, linked with the item, for use in the game in accordance with a subsequent operation of the player.

8. (Previously Presented) The method as set forth in claim 7, wherein each of the at least one item comprises one of a protective gear and a weapon to be used for a fight, the level of mastery indicates a result of the fight while possessing the item, and the predetermined condition indicates a victory in the fight while possessing the item.

9. (Previously Presented) The method as set forth in claim 8, further comprising managing the level of mastery by points;

cumulatively adding points with each fight;

having the predetermined condition indicate a threshold point; and

giving the ability when the cumulatively added points exceed the threshold point.

10. (Previously Presented) The method as set forth in claim 9, further comprising cumulatively adding a victory point as the level of mastery when a character wins a fight.

11. (Previously Presented) The method as set forth in claim 7, wherein the ability comprises magic to be used in a fight in the game.

12. (Previously Presented) The method as set forth in claim 11, wherein the magic has an effect of inflicting damage on an enemy character in a fight or an effect of mitigating damage due to an attack by an enemy character in a fight.

13. (Currently Amended) A game system making a character use an item ~~in a~~ during progress of a game, the system comprising:

a unit that performs the game in accordance with a program;

a memory that stores at least a part of the program;

a display screen that displays the game being performed by the unit; and

the unit, in accordance with the program,

providing at least one item, each item being linked with at least one ability to be given to a character for mastery in accordance with an operation of a player;

making the character possess an item, the character being controlled in accordance with an operation of the player;

judging a level of mastery for ~~each of the at least one ability linked with~~ the possessed item, the level of mastery being determined in accordance with an activity of the character while possessing the item; and

when the level of mastery for ~~an ability linked with~~ the possessed item satisfies a predetermined condition, giving the character ~~the~~ a different ability, linked with the item, for use in the game in accordance with a subsequent operation of the player.

14. (Previously Presented) The game system as set forth in claim 13, wherein each of the at least one item comprises one of a protective gear and a weapon to be used for a

fight, the level of mastery indicates a result of the fight while possessing the item, and the predetermined condition indicates a victory in the fight while possessing the item.

15. (Previously Presented) The game system as set forth in claim 14, wherein the unit further manages the level of mastery by points, cumulatively adds points with each fight, has the predetermined condition indicate a threshold point, and gives the ability when the cumulatively added points exceed the threshold point.

16. (Previously Presented) The game system as set forth in claim 15, wherein the unit cumulatively adds a victory point as the level of mastery when the character wins a fight.

17. (Previously Presented) The computer program product as set forth in claim 1, wherein the character can use the given ability without possessing the item.

18. (Previously Presented) The method as set forth in claim 7, wherein the character can use the given ability without possessing the item.

19. (Previously Presented) The game system as set forth in claim 13, wherein the character can use the given ability without possessing the item.

20. (Previously Presented) The program product as set forth in claim 3, wherein the points are cumulatively added to the level of mastery for each ability linked with the possessed item during the fight.

21. (Previously Presented) The method as set forth in claim 9, wherein the points are cumulatively added to the level of mastery for each ability linked with the possessed item during the fight.

22. (Previously Presented) The game system as set forth in claim 15, wherein the points are cumulatively added to the level of mastery for each ability linked with the possessed item during the fight.

23. (Previously Presented) The program product as set forth in claim 1, wherein the at least one item comprises a protective gear and the at least one ability linked with the protective gear comprises offensive abilities.

24. (Previously Presented) The method as set forth in claim 7, wherein the at least one item comprises a protective gear and the at least one ability linked with the protective gear comprises offensive abilities.

25. (Previously Presented) The game system as set forth in claim 15, wherein the at least one item comprises a protective gear and the at least one ability linked with the protective gear comprises offensive abilities.